



Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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Gradius III & IV

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SLES-50038

1 or 2 Players • Memory Card (BMB) (for PlayStation®2) : 78KB • Analog control Compatible : Analog Sticks Only 1 DISC

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GRADIUS III AND IV

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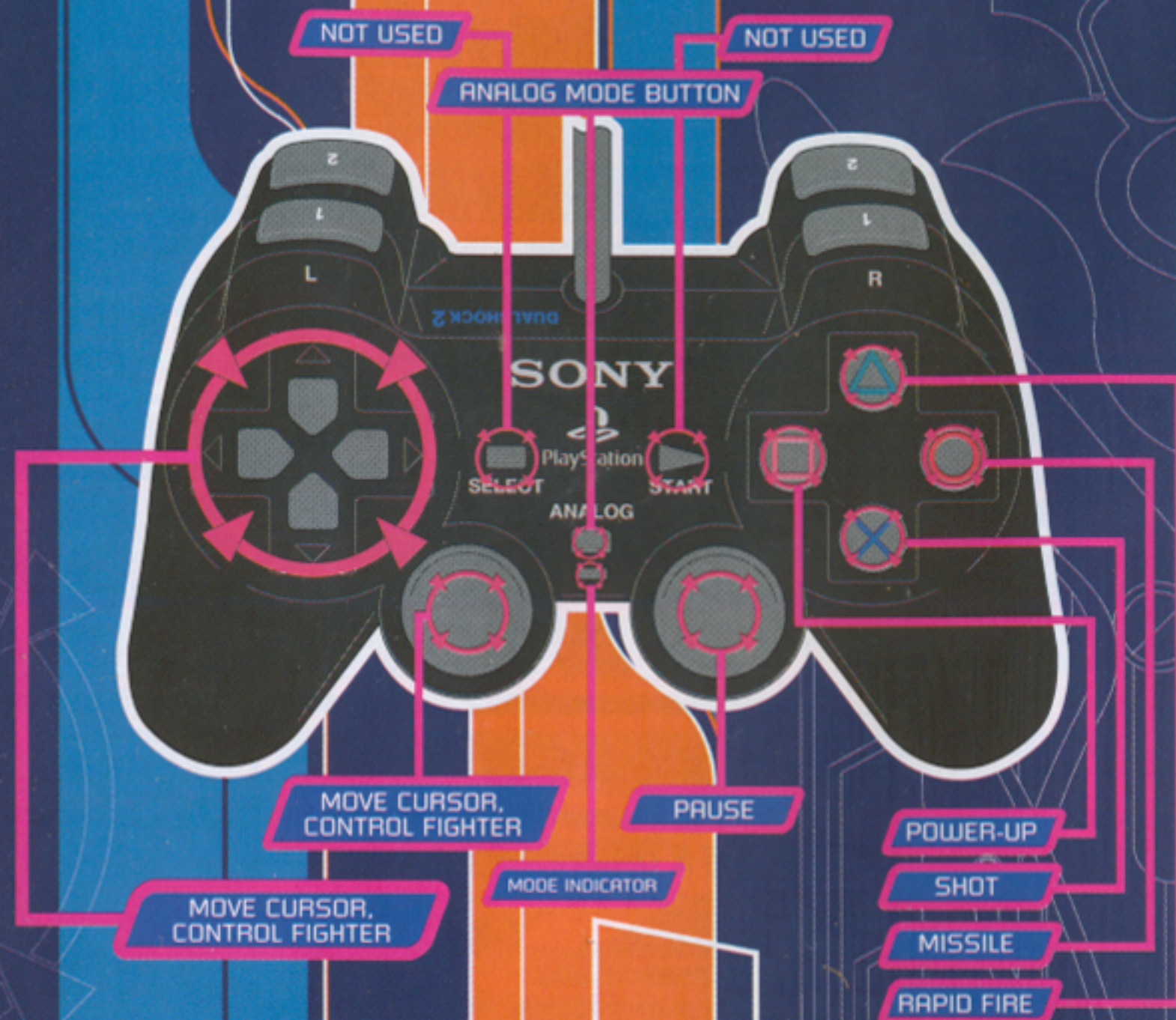
Thank you for purchasing Konami's Gradius III & IV. Please read the instruction manual before starting gameplay, then go ahead and enjoy the game!

This manual will not be reissued, so please take care not to lose it.

SETTING UP

Before playing Gradius III & IV please make sure that your Playstation®2 console is set up according to the instruction manual. Make sure that the power is turned off before inserting or removing a compact disc. Insert the Gradius III & IV disc and close the disc tray. Insert a game controller and turn on the console. Follow the on screen instructions to start a game.

THE CONTROLS



Press the L1 button + R1 button + Start button + Select button at the same time (Game Reset)

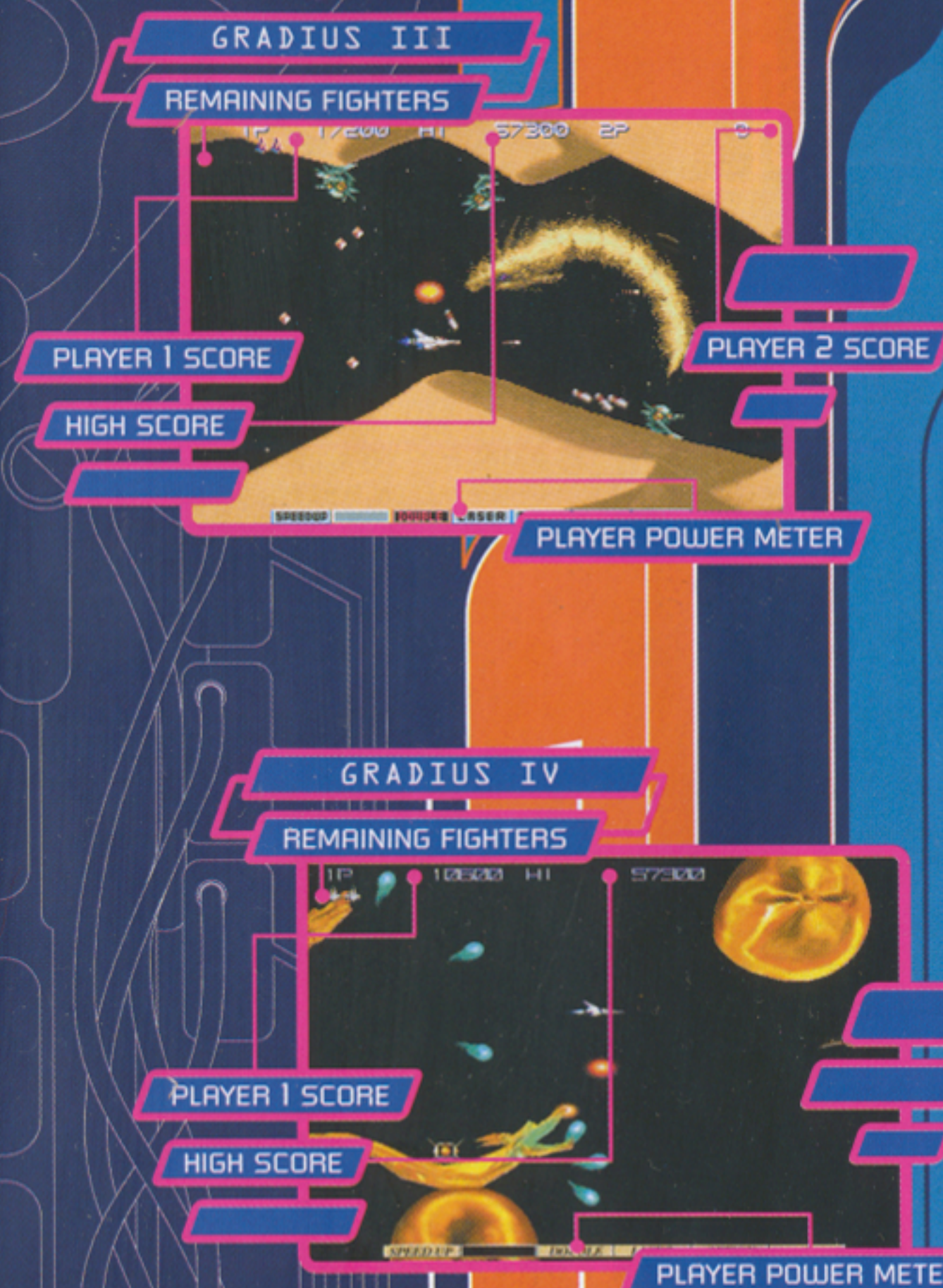
This game may be played using the directional buttons or the Left Analog Stick. To use the Left Analog Stick, press the Analog Mode Button to switch to Analog Mode (Indicator : RED).

The Vibration feature is not used in this game.

Button set-up can be fixed in the Option Mode.

Two Players can Play GRADIUS III & IV if two controllers are connected to the console. Players will take turns to complete the stages.

THE SCREEN



GAMEPLAY



From the "Gradius III & IV" title screen, use the Directional buttons to move the cursor and select either Gradius III or Gradius IV.

Press the START button to select the game, and the game's title screen will appear. Again, use the Directional buttons and the START button to choose the game mode.

1 PLAYER

(ONE PLAYER gameplay)

2 PLAYERS

(TWO PLAYER gameplay)

OPTION MODE

Change game settings
(see page 8).

MAIN TITLE

Return to the Main title screen
to select the GRADIUS III or IV
Game

For GRADIUS III only

STAGE SELECT

Start the game from
the selected stage

For GRADIUS IV only

MAIN TITLE

Return to the Main
Title screen

WHEN ALL FIGHTERS HAVE BEEN DESTROYED

GRADIUS III

There are no 'continues' in this game. You can play individual stages within the STAGE SELECT mode that you have completed within the 1 or 2 player game mode.

GRADIUS IV

You may continue to play if you die within the 1 Player Mode, or when playing the Boss Rush mode.

OPTION MODE



In this mode, various game settings may be changed.

GAME LEVEL

GRADIUS III

Choose from 6 difficulty levels.
(EASIEST - VERY HARD)

GRADIUS IV

Choose from 8 difficulty levels.
(EASIEST - HARDEST)

EXTEND

Select how many points are required to earn extra fighters.

PLAYER

Select the number of fighters available at the start of the game.

GRADIUS III - Choose from 1-9 fighters

GRADIUS IV - Choose from 3-9 fighters

POWER-UP

Select Power-Up method.

MANUAL The Power-Up method is selectable

SEMI-AUTO The Power-Up method is computer-assisted

BUTTON CONFIGURATION

POWER-UP

Press to select Power-Ups

FIRE

Press to fire normal shots and lasers

RAPID FIRE

Press and hold for rapid fire
normal shots

RAPID MISSILE

Press and hold for rapid fire missiles

DEFAULT

Returns changed settings to the
default setting.

SOUND TEST

Listen to the music played during
the game.

Start Music

△ button

Stop Music

○ button

Open/Close Window

■ button

SAVE/LOAD

Save or Load games with a Memory Card (8MB) (for PlayStation®2).

EXIT

Exit the OPTION mode

Special Options only for GRADIUS III

WAIT LEVEL Controls game speed. (OFF/Level1/Level2)

Since the PlayStation 2 processor is faster than the original arcade hardware, players may want to decrease the game speed. Choose from OFF (HARD game speed) to Level 2 (EASY) settings.

Special Options only for GRADIUS IV

SOUND

Select Stereo or Monaural sound

SCREEN

Select Arcade or Full size screens

SAVE/LOAD



A Memory Card (8MB) (for PlayStation®2) is required to SAVE or LOAD game data. In order to save the game there needs to be at least 78K of free space available on your Memory Card (8MB).

From the OPTION mode screen, select SAVE/LOAD to advance to the SAVE/LOAD screen.

Plugging or unplugging the PlayStation®2 Memory Card (8MB), or switching off the power of the PlayStation®2 console during a save or load may result in data loss. This game only uses Memory Card Slot 1.

LOAD

Load a saved game from a Memory Card (8MB) (for PlayStation®2).

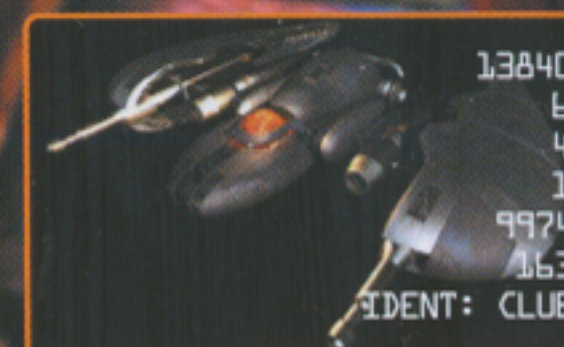
Gradius III & IV game data from previously saved games will be automatically loaded when the power is switched ON.

AUTO SAVE

If this feature is ON, game data will automatically be saved to Memory Card Slot 1 when a game is finished.

SAVE

Save current data to a Memory Card (8MB) (for PlayStation®2)



IDENT: VIC VIPER
SPEED UP x5
WEAPON SYSTEMS
MISSILE
DOUBLE
CYCLONE LASER
OPTION x2

GRADIUS III

From Legend To Myth

In the darkest reaches of infinite space, pure evil lies in wait ...

The Dark Forces led by the god of destruction, Bacterian, prepare to launch a massive onslaught against the planet Gradius

Possessing unstoppable power, the Dark Forces threaten to plunge the Universe into total war and complete annihilation. Their invasion force smashes the Gradius defenses, and the surrounding planets soon fall like dominoes. Now Bacterian's evil grasp reaches for the heart of the resistance...

Planet Gradius itself....

To counter the oncoming threat the United Gradius World Forces gather all their fighter craft. Half of them form a defensive net - the other half a strike team. But they are badly outnumbered and The Dark Forces easily tear through their thin frontline. No fighters survive the slaughter....

In a last gasp move, the United Gradius World Forces send out two fighters, previously considered too dangerous for combat missions: The InterDimensional VIC VIPER fighters.

The fighters take off for the heart of darkness to join the fray that will decide the fate of the Universe.

STAGE INTRODUCTION



1:
Desert Stage
Boss:
Goliath



2:
Bubble Stage
Boss:
Bubble Eye



3:
Volcano Stage
Boss:
Core Mark III



4:
Turbo Stage



5:
Moai Stage
Boss:
Dogas / Valf



6:
Cell Invasion
Stage
Boss:Gregol



7: Lava Stage
Boss: Wyvern-
1st Form
Vulture Dragon-
2nd Form



8:
Plant Stage
Boss:
Choking Weed




9:
Crystal Stage
Boss:
Lizard Core



10:
Final Stage

POWER UPS

Power-Up capsules will appear after certain enemies are defeated. After getting a Power-Up capsule, the fighter's Power Meter will light up. Collect more capsules to cycle through the different types of Power-Ups. When the desired Power-Up is lit, push the Power-Up  button to select it.



POWER UP CAPSULE

POWER METER

At the start of the game, choose 1 of 4 different Power Meters. (A-D) There are 3 types of Shield Power-Ups. (A-C)

POWER METER

	SPEED UP	MISSILE	DOUBLE	LASER	OPTION	?	!
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POWERMETER SETTINGS (CHOOSE 1 OF 4 TYPES)

A	SPEED UP	MISSILE	NORMAL	LASER	OPTION		MEGA CRASH
B	SPEED UP	SPREAD BOMB	TAIL GUN	RIPPLE LASER	OPTION		MEGA CRASH
C	SPEED UP	2-WAY MISSILE	VERTICAL SHOT	CYCLONE LASER	OPTION		MEGA CRASH
D	SPEED UP	PHOTON TORPEDO	FREE WAY SHOT	TWIN LASER	OPTION		MEGA CRASH

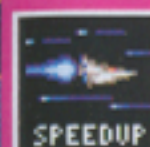
SHIELD SETTINGS (CHOOSE 1 OF 3 TYPES)

A						FORCE FIELD	
B						SHIELD	
C						FREE SHIELD	

EDIT MODE

Create a custom Power Meter in this mode. Some Power-Ups are not available in this mode.

POWER UP EXPLANATIONS



SPEED UP

Speed can be increased up to 5 times



MISSILE

Fires missiles that fly along the ground.



SPREAD BOMB

Drops bombs to the rear that explode in a wide blast.



PHOTON TORPEDO

Fires torpedoes straight down to blast ground forces & penetrate small enemies.



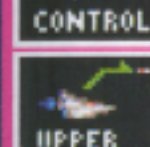
2-WAY MISSILE

Fires missiles straight up & down.



CONTROL MISSILE

Manually move the missile up or down with the Directional buttons.



UPPER MISSILE

Fires missiles that fly along the top of the screen.



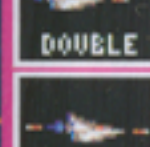
SMALL SPREAD BOMB

Drops bombs to the rear explode on contact.



DOUBLE

Fires shots straight ahead & up at a 45° angle.



TAIL GUN

Fires shots straight ahead & straight back.



VERTICAL SHOT

Fires normal shots straight up.



FREE-WAY SHOT

Fires normal shots in multiple directions. Shots are controlled by the Directional button.



SPREAD GUN

Two Power-Up levels are possible, each with increasing firepower. Fires shots that fan out in front of the fighter.



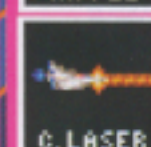
LASER

Fires a penetrating laser beam.



RIPPLE LASER

Fires wide ring diffusion lasers.



CYCLONE LASER

Fires a powerful, twisting laser.



TWIN LASER

Fires twin lasers.



ENERGY LASER

Fires a laser ball



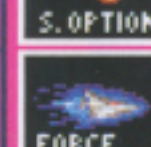
OPTION

A maximum of 4 extra phantom fighters can join in the attack! The phantom fighters mirror the main fighter's movements.



SNAKE OPTION

The phantom fighters tail the main fighter like a whip.



FORCE FIELD

A protective field surrounds the fighter, protecting it from attacks from all directions.



SHIELD

Attaches 2 shields to the front of the fighter.



FREE SHIELD

Freely position shields around the fighter.



REDUCE

Decreases the size of the fighter. 2 Power-Up levels can be used.



MEGA CRASH

Disintegrates all enemies & enemy shots on the screen.



NORMAL

Returns powered-up weapons to the normal, original setting.



SPEED DOWN

Decreases the fighter's speed.



REMAIN OPTIONS

Exchange phantom option fighters for extra fighters. A maximum of 4 extra fighters are available

GRADIUS IV

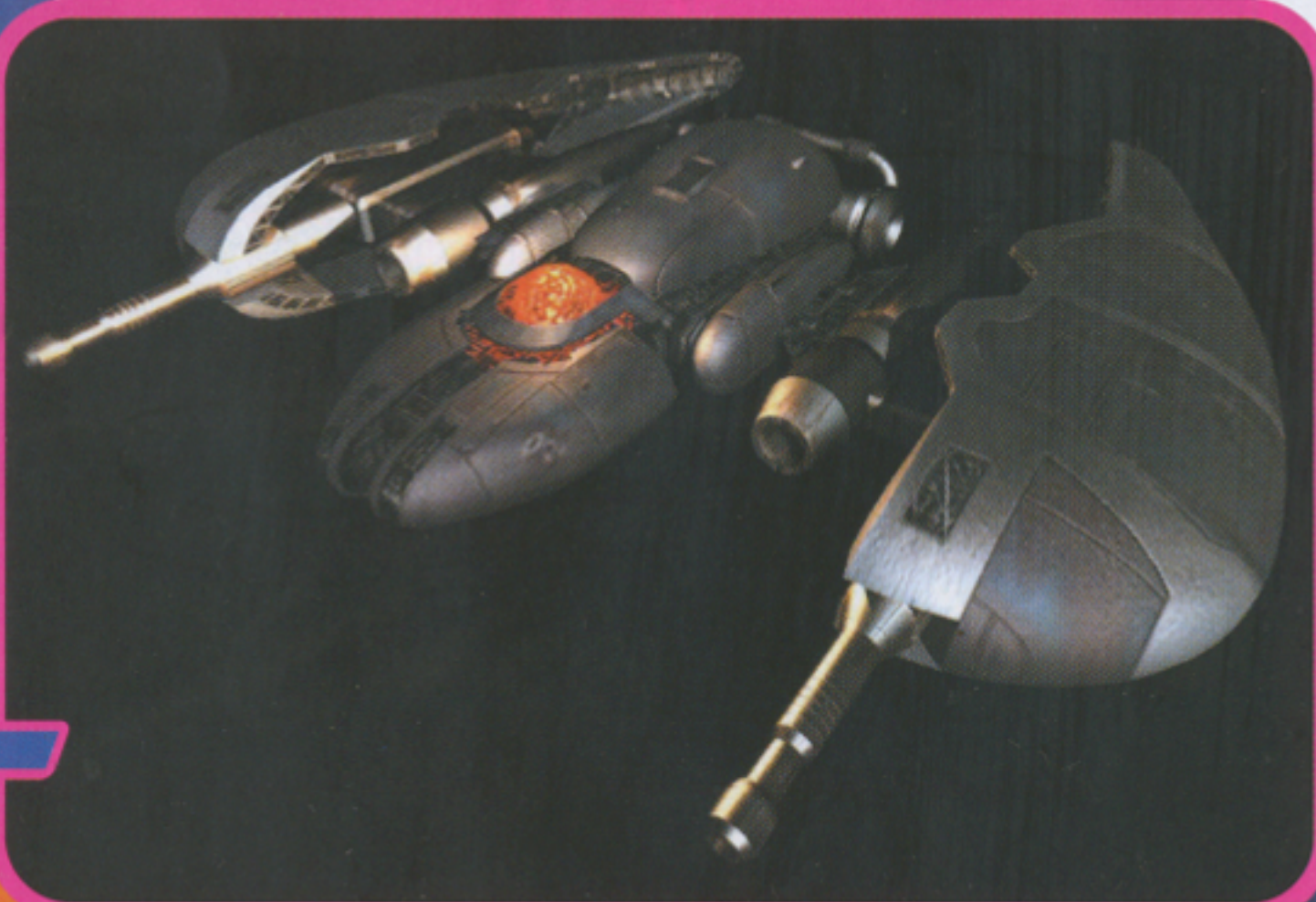
Revival

A distant memory....

The doomsday planet Bacterian has long been forgotten and Planet Gradius is enjoying a time of restored peace and prosperity. However their worst nightmare is about to become reality...again.... Suddenly, out of nowhere, a massive attack force appears, overwhelming the Gradius Defense Forces.

Just when things are looking hopeless, a lone fighter screams across the sky.

The battle for freedom is joined once more.....



STAGE INTRODUCTION



1: Liquid Metal Stage
Boss:
Yorogaton Chimera



2: Plant Stage
Boss:
Dendrodium



3: Bubble Stage
Boss:
Bubble Core



4: Magma Stage
Boss:
Gillador



5: Moai Stage
Boss:
Alpha & Omega



6: Cell Stage
Boss:
Viral



7: High Speed Stage
Boss:
Rolling Core



8: Boss Parade
1 on 1 with
Bosses




9: Fortress Stage

POWER UPS

Power-Up capsules will appear after certain enemies are defeated.

After getting a Power-Up capsule, the fighter's Power Meter will light up.

Collect more capsules to cycle through the different types of Power-Ups. When the desired Power-Up is lit, push the Power-Up  button to select it.



POWER UP CAPSULE



Grab the Blue Capsule to destroy all enemies and enemy shots on screen.

POWER METER

At the start of the game, choose 1 of 4 different Power Meters.

(A-D) There are 3 types of Shield Power-Ups. (A-C)

POWER METER

	SPEED UP	MISSILE	DOUBLE	LASER	OPTION	?
--	----------	---------	--------	-------	--------	---

POWER METER SETTINGS (CHOOSE 1 OF 6 TYPES)

	SPEED UP	MISSILE	DOUBLE	LASER	OPTION	?
--	----------	---------	--------	-------	--------	---

	SPEED UP	SPREAD BOMB	TAIL GUN	LASER	OPTION	?
--	----------	-------------	----------	-------	--------	---

	SPEED UP	PHOTON TORPEDO	DOUBLE	RIPPLE	OPTION	?
--	----------	----------------	--------	--------	--------	---

	SPEED UP	2-WAY MISSILE	TAIL GUN	RIPPLE	OPTION	?
--	----------	---------------	----------	--------	--------	---

	SPEED UP	VERTICAL MINE	DOUBLE	ARMOUR PIERCING	OPTION	?
--	----------	---------------	--------	-----------------	--------	---

	SPEED UP	FLYING TORPEDO	TAIL GUN	TWIN LASER	OPTION	?
--	----------	----------------	----------	------------	--------	---

SHIELD SETTINGS (CHOOSE 1 OF 2 TYPES)

						SHIELD
--	--	--	--	--	--	--------

						FORCE FIELD
--	--	--	--	--	--	-------------

POWER UP EXPLANATIONS



SPEED UP

Speed can be increased up to 5 times.



MISSILE

Fires missiles that fly along the ground.



SPREAD BOMB

Drops bombs to the rear that explode in a wide blast.



PHOTON TORPEDO

Fires torpedoes straight down to blast ground forces & penetrate small enemies.



2-WAY MISSILE

Fires missiles straight up & down.



VERTICAL MINE

Throws mines in the direction the fighter is flying. When a mine comes into contact with an enemy or the timer runs out, a vertical blast is detonated.



FLYING TORPEDO

Torpedoes fly from above and below the fighter. Hold the button to change the height of the flight path.



DOUBLE

Fires shots straight ahead & up at a 45° angle.



TAILGUN

Fires shots straight ahead straight back.



LASER

Fires a penetrating laser beam.



RIPPLE LASER

Fires wide ring diffusion lasers.



ARMOR PIERCING

Fires an armor piercing shot.



TWIN LASER

Fires twin lasers.



OPTION

2 front shields protect the fighter from a maximum of 10 frontal hits.



SHIELD

A protective field surrounds the fighter, protecting it from attacks from all directions.



FORCE FIELD

Completely envelopes fighter in protective shell and absorbs a maximum of 3 direct hits from any direction.

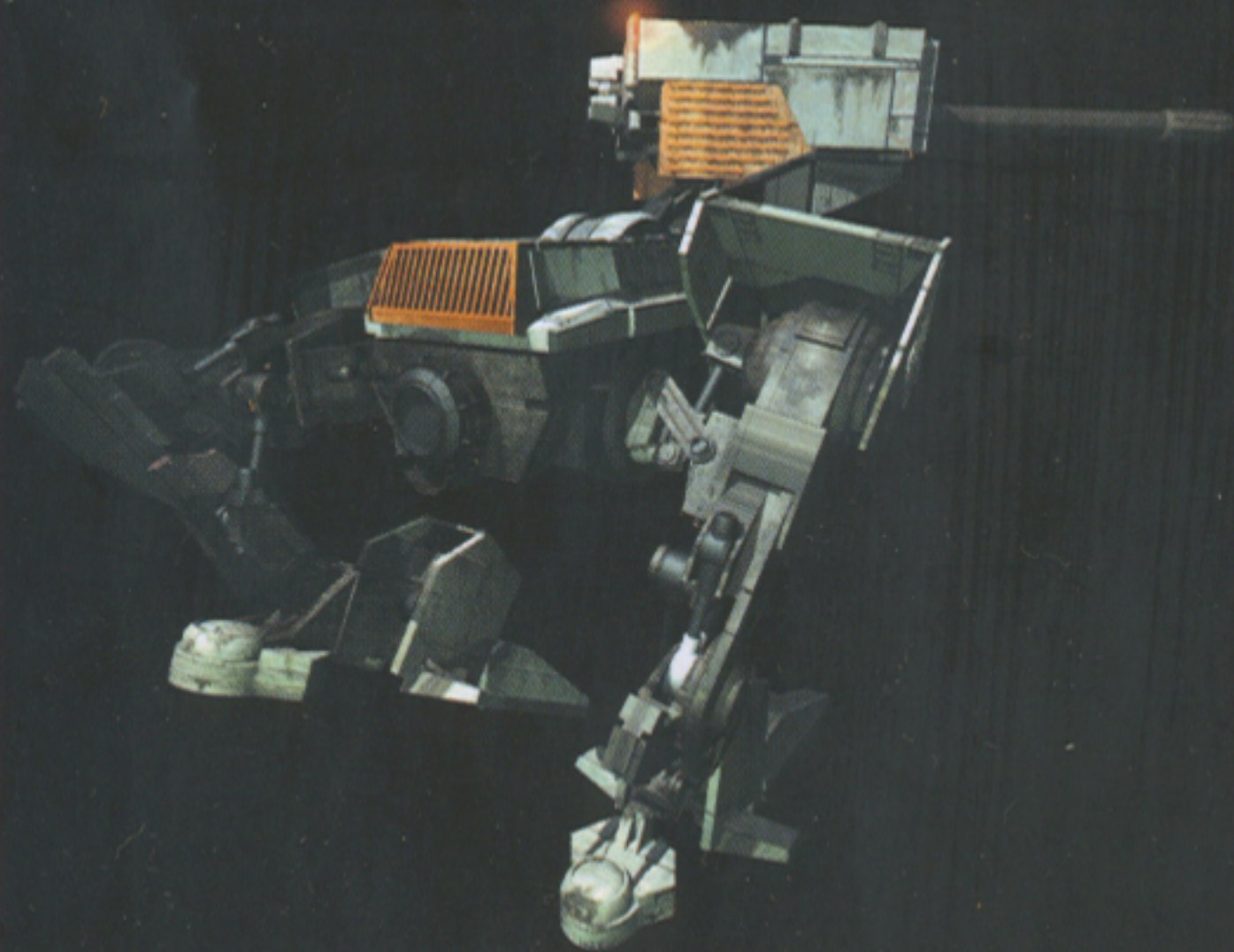
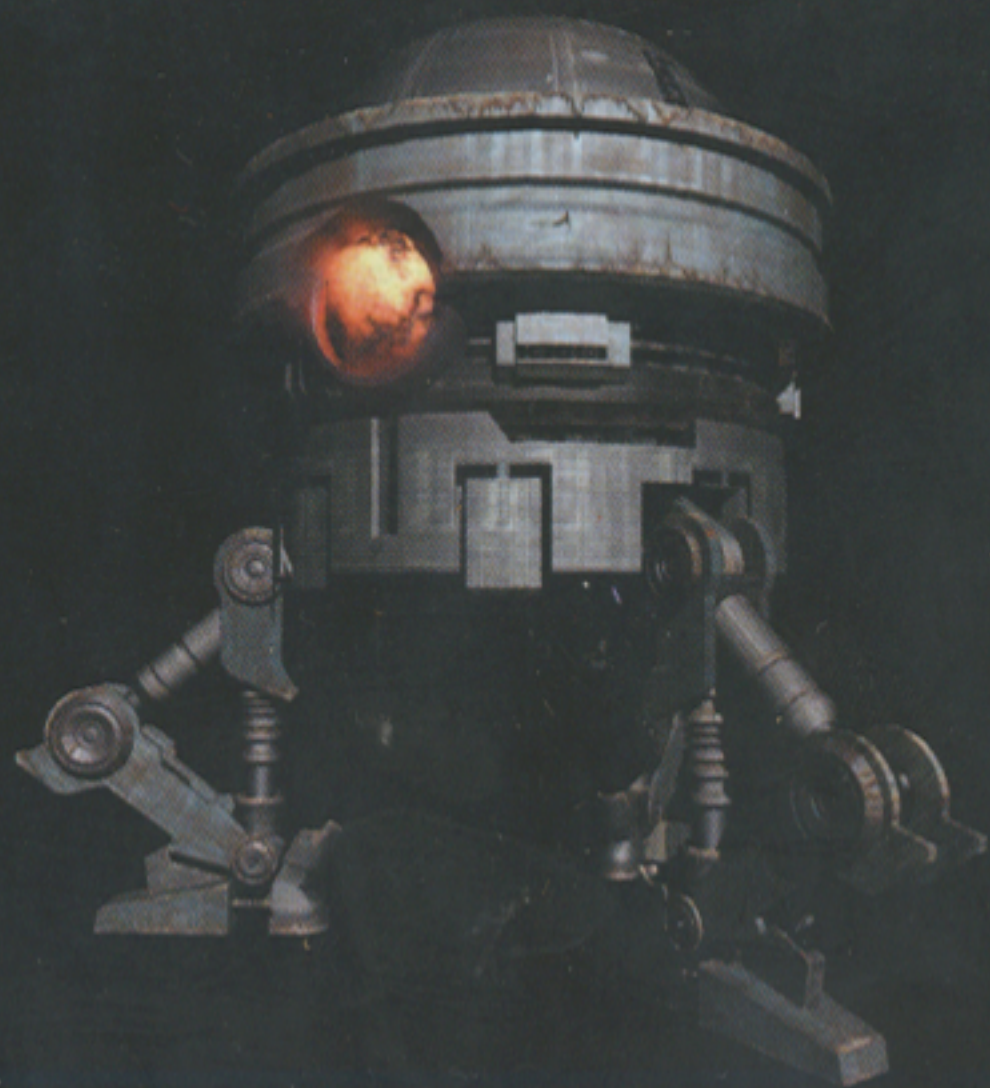
INDENT: VIC VIPER
TYPE: ATMOSPHERIC / DEEP SPACE FIGHTER

OPTION MAX: X 4
LASER TYPES: RIPPLE / CYCLONE / TWIN / ENERGY

SPEED MAX: X 5

MISSILE TYPES: PHOTON / 2-WAY / CONTROL / UPPER





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- **Sverige** ————— **08-587 610 00**
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